

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.-38. (Cancelled)

39. (Currently Amended) In a gaming machine including a master gaming controller, a display device and a memory device, a method of generating a game of chance, the method comprising:

receiving a wager for the game of chance controlled by the master gaming controller on the gaming machine wherein the gaming machine is capable of receiving indicia of credit for the wager from an input device coupled to the gaming machine and outputting indicia of credit from an output device coupled to the gaming machine;

determining randomly a final state on each of a plurality of virtual reel strips;

for each virtual reel strip,

a) determining a sequence of symbols to display from the virtual reel strip wherein each of the sequence of symbols comprises at least one of i) a number of symbols prior to the final state on the virtual reel strip; ii) a number of symbols after the final state on the virtual reel strip; or iii) combinations thereof;

b) drawing the sequence of symbols over time on a surface comprising a planar rectangular surface or a curved portion of an outside of a cylinder defined in a 3-D gaming environment, said drawing comprising;

i) generating at least one of the planar rectangular surface or the curved portion of the outside of the cylinder at a first position in the 3-D gaming environment; wherein the planar rectangular surface or the curved portion of the outside of the cylinder is divided into a number of segments and wherein the number of segments is less than a total number of segments associated with the virtual reel strip;

ii) selecting a first subset of symbols from the sequence of symbols to draw in the segments of the planar rectangular surface or the curved portion of the outside of the cylinder;

iii) drawing the first subset of symbols in the segments of the planar rectangular surface or in the segments of the curved portion of the outside of the cylinder;

iv) moving the planar rectangular surface or the curved portion of the outside of the cylinder including the first subset of the sequence of symbols from the first position to a second position in the 3-D gaming environment

v) generating the planar rectangular surface or the curved portion of the outside of the cylinder at the first position in the 3-D gaming environment;

vi) selecting a second subset of symbols from the sequence of symbols to draw in the segments of the planar rectangular surface or the curved portion of the outside of the cylinder;

vii) drawing the second set of symbols in the segments of the planar rectangular surface or the segments of the curved portion of the outside of the cylinder a second subset of the sequence of symbols;

viii) moving the planar rectangular surface or the curved portion of the outside of the cylinder including the second subset of the sequence of symbols from the first position to the second position in the 3-D gaming environment; wherein the first subset and the second subset are defined so that when a plurality of 2-D images are rendered from the 3-D gaming environment to capture the movements of the planar rectangular surface or the curved portion of the outside of the cylinder are viewed on the display screen, the symbols drawn on the planar rectangular surface or drawn on the curved portion of the outside of the cylinder appear to enter and to leave the display screen in an order specified by the sequence of symbols determined for each virtual reel strip;

rendering a plurality of two-dimensional (2-D) images comprising the surfaces drawn with the symbols from the virtual reel strips as a game outcome presentation for the game of chance wherein information used to generate the surfaces and the 3-D gaming environment is stored in the memory device on the gaming machine; and

displaying the one or more rendered 2-D images to the display device on the gaming machine wherein the 2-D images display the sequence of symbols from each of the virtual reel strips.

40. (Cancelled).

41. (Original)The method of claim 39, wherein 3 virtual reel strips are mapped to three different surfaces.

42. (Original)The method of claim 39, wherein 5 virtual reel strips are mapped to five different surfaces.

43. (Original)The method of claim 39, wherein a number of symbols displayed in each game outcome presentation is a constant.

44. (Original)The method of claim 39, further comprising:

determining a motion for each of the surfaces in the 3-D gaming environment; and, while rendering the plurality of 2-D images, applying the determined motion for each of the surfaces in the 3-D gaming environment wherein the motion for each of the surfaces is captured in at least a portion of the plurality of the 2-D images.

45. (Original)The method of claim 44, wherein, when the 2-D images are viewed in a sequence, the rendered symbols appear to move along a linear path from a top of the display screen to the bottom of the display screen.

46. (Cancelled).

47. (Cancelled).

48. (Original)The method of claim 47 39, wherein a sequence in the first subset and a sequence in the second subset overlap.

49. (Original)The method of claim 46 39, wherein the rate of movement of the surfaces varies over time.

50. (Original)The method of claim 46 39, wherein the direction of movement varies over time.

51. (Currently Amended)The method of claim 46 39, wherein the movement of the planar rectangular surface or the curved portion of the outside of the cylinder between the first position and second position ~~the flat surface or the curved surface~~ is specified so that a rate of movement of the symbols appears to increase and then decrease during the game outcome presentation when the plurality of 2-D images capturing the movement of the generated surfaces are viewed on the display screen.

52. (Currently Amended)The method of claim 46 39, wherein the movement of the planar rectangular surface or the curved portion of the outside of the cylinder between the first position and second position ~~the flat surface or the curved surface~~ is specified so that the symbols on the display screen appear to oscillate above and below their final positions prior to stopping when the plurality of 2-D images capturing the movement of the generated surfaces are viewed on the display screen.

53. (Currently Amended)The method of claim 46 39, wherein the movement of the planar rectangular surface or the curved portion of the outside of the cylinder between the first position and second position ~~the flat surface or the curved surface~~ is specified so that the symbols on the display screen, prior to moving in a first direction appear to move slightly from their initial position in a direction opposite of the first direction when the plurality of 2-D images capturing the movement of the generated surfaces are viewed on the display screen.

54. (Original)The method of claim 4, 39 further comprising:
dividing each surface into a number of segments and drawing at least one symbol from the sequence of symbols in each segment.
55. (Original)The method of claim 54, wherein a type of symbol drawn in each segment varies with time.
56. (Original)The method of claim 54, wherein a portion of the number is segments are viewable on the display screen at any one time when the one or more 2-D images are displayed to the display screen.
57. (Original)The method of claim 54, wherein positions of a portion of the number of segments are used to specify a payline when the one or more 2-D images are displayed to the display screen.
58. (Original)The method of claim 54, wherein, when the one or more 2-D images are displayed to the display screen, areas occupied by a portion of the number of segments on the display screen correspond to active areas of a touch screen sensor coupled to the display screen.
59. (Original)The method of claim 58, wherein the gaming machine is capable of altering a movement of a first surface in the 3-D gaming environment when an input signal is generated from an active area on the touch screen sensor above the first surface in one of the 2-D images.
60. (Original)The method of claim 39, further comprising:
receiving an input signal from a first input device on the gaming machine indicating a stop command has been requested wherein the stop command is a request to stop a progression of symbols on one of the virtual reel strips viewed on the display screen;

determining a new sequence of symbols to display from the virtual reel strip wherein the new sequence of symbols allows the final state of the virtual reel strip to be displayed sooner than when the stop command is not received.

61. (Original)The method of claim 39, further comprising:

determining the award of indicia of credit using the one or more randomly selected indices wherein the gaming machine is capable of the award of the indicia of credit via the output device.

62. (Original)The method of claim 39, further comprising:

rendering a bonus game presentation in the 3-D gaming environment and capturing the bonus game presentation on the one or more two-dimensional images.

63. (Original)The method of claim 39, further comprising:

receiving an input signal from a first input device coupled to the gaming machine to initiate one or more games of chance.

64. (Original)The method of claim 39, wherein the sequence of symbols to display from the virtual reel strip is determined such that the sequence progresses through the virtual reel strip towards an end of the virtual reel strip.

65. (Original)The method of claim 39, wherein, when the end of the virtual reel strip is reached in the sequence and more symbols are required for the sequence, a next symbol in the sequence is selected from symbols near a beginning of the virtual reel strip and the sequence again progresses through the virtual reel strip towards the end of the virtual reel strip.

66. (Original)The method of claim 39, further comprising:

displaying the final state for a plurality of virtual reel strips in a first game of chance;

storing the final state of each of the virtual reel strips;
for a second game of chance following the first game of chance,
determining the sequence of the symbols to display from the virtual reels strips
wherein the final states from the plurality of virtual reel strips from the first game of chance are
initial states of the sequence of symbols for the second game of chance.

67.-74 (Cancelled)

75. (Currently Amended) A gaming machine comprising:

- a housing;
- a master gaming controller designed or configured to control a game of chance played on the gaming machine mounted within the housing and to execute game logic;
- an input device coupled to the housing capable of receiving indicia of credit for wagers on the game of chance;
- an output device coupled to the housing capable of outputting indicia of credit from the gaming machine;
- a memory device coupled to the housing for storing information used to generate a 3-D gaming environment comprising one or more virtual slot reels;
- game logic executed on the gaming machine for rendering one or more two-dimensional images derived from the 3-D gaming environment wherein the rendering for each virtual slot reel comprises,
 - a) determining a sequence of symbols to display from a virtual reel strip associated with the virtual slot reel wherein each of the sequence of symbols comprises at least one of i) a number of symbols prior to the final state on the virtual reel strip; ii) a number of symbols after the final state on the virtual reel strip; or iii) combinations thereof;
 - b) drawing the sequence of symbols over time on a surface comprising a planar rectangular surface or a curved portion of an outside of a cylinder defined in a 3-D gaming environment, said drawing comprising;

i) generating at least one of the planar rectangular surface or the curved portion of the outside of the cylinder at a first position in the 3-D gaming environment; wherein the planar rectangular surface or the curved portion of the outside of the cylinder is divided into a number of segments and wherein the number of segments is less than a total number of segments associated with the virtual reel strip;

ii) selecting a first subset of symbols from the sequence of symbols to draw in the segments of the planar rectangular surface or the curved portion of the outside of the cylinder;

iii) drawing the first subset of symbols in the segments of the planar rectangular surface or in the segments of the curved portion of the outside of the cylinder;

iv) moving the planar rectangular surface or the curved portion of the outside of the cylinder including the first subset of the sequence of symbols from the first position to a second position in the 3-D gaming environment

v) generating the planar rectangular surface or the curved portion of the outside of the cylinder at the first position in the 3-D gaming environment;

vi) selecting a second subset of symbols from the sequence of symbols to draw in the segments of the planar rectangular surface or the curved portion of the outside of the cylinder;

vii) drawing the second set of symbols in the segments of the planar rectangular surface or the segments of the curved portion of the outside of the cylinder a second subset of the sequence of symbols;

viii) moving the planar rectangular surface or the curved portion of the outside of the cylinder including the second subset of the sequence of symbols from the first position to the second position in the 3-D gaming environment; wherein the first subset and the second subset are defined so that when a plurality of 2-D images are rendered from the 3-D gaming environment to capture the movements of the planar rectangular surface or the curved portion of the outside of the cylinder are viewed on the display screen, the symbols drawn on the planar rectangular surface or drawn on the curved portion of the outside of the cylinder

appear to enter and to leave the display screen in an order specified by the sequence of symbols determined for each virtual reel strip; and

one or more display devices for displaying a game outcome presentation for the game of chance comprising said rendered one or more two-dimensional images.

76. (Currently Amended) The gaming machine of claim 75, further comprising:
game logic for rendering the one or more 2-D images derived from the 3-D gaming environment for a bonus game outcome presentation.

77. (Original)The gaming machine of claim 75, wherein the game of chance is a video slot game.

78. (Original)The gaming machine of claim 75, further comprising:
information for generating geometry of the one or more virtual slot reels in the 3-D gaming environment.

79. (Original)The gaming machine of claim 78, wherein the geometry is one of a flat strip or a curved strip.

80. (Original)The gaming machine of claim 78, further comprising:
one or more virtual reel strips for mapping symbols to the one or more virtual slot reels.

81. (Currently Amended) The gaming machine of claim 80, further comprising:
game logic for generating a sequence of symbols from the virtual reel strips as a function of time in the 3-D gaming environment and for rendering the 2-D images from the 3-D gaming environment comprising the sequence of symbols.

82. (Currently Amended) The gaming machine of claim 75, further comprising:
game logic for generating a motion of the one or more virtual slot reels in the 3-D gaming environment wherein, when ~~a sequence~~ the plurality of 2-D images capturing one or more the virtual slot reels at various positions in the 3-D gaming environment is viewed on the display screen, the virtual slot reels appear to move on the display screen.

83. (Original)The gaming machine of claim 82, wherein the symbols on each virtual slot reel appear to move along a straight line from the top of the display screen to the bottom of display screen.

84. (Original)The gaming machine of claim 75, further comprising:
an input mechanism designed or configured to receive an input signal used to change one of a position or a movement of the one or more virtual slot reels in the 3-D gaming environment.

85. (Original)The gaming machine of claim 84, wherein the input mechanism is selected from the group consisting of a key pad, a touch screen, a mouse, a joy stick, a microphone and a track ball.

86. (Original)The gaming machine of claim 75, wherein 3 virtual slot reels and their motions are modeled in the 3-D gaming environment.

87. (Original)The gaming machine of claim 75, wherein 5 virtual slot reels and their motions are modeled in the 3-D gaming environment.

88. (Currently Amended) The gaming machine of claim 75, further comprising:
a graphical processing unit, separate from said master gaming controller, designed or configured to execute the graphical operations used to render the one or more two-dimensional images derived from the 3-D gaming environment.

89. (New) The gaming machine of claim 75, wherein the drawing comprises applying a texture include one or more of the symbols.

90. (New) The method of claim 39, wherein the drawing comprises applying a texture include one or more of the symbols.